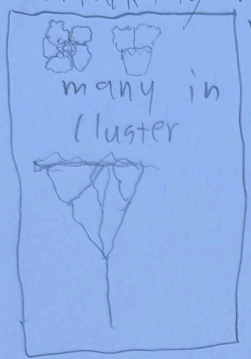
→ Bard School under siege

"In the end... (on repeat) → the mage innkeeper

"Time time time time" (noon)

*Plucking flowers "save city, save it not" (ended on save, asked me,)



warned gangs may be on the way

> Dogs Destroying the garden. [+] All dead

>> Fey? giving treats to children, to trick fey of other season? Some stayed in debt. Also party member

>> at the bard school. Something really wrong, boots and ears working together to attack kids. bard teacher "protecting kids" actually disguised. skellitons also, attacking everyone. Found artifact, then morganti dagger. Dagger woke up started attacking everyone. [redacted] It chased me

> ran away, charmed the true hero, dropped them, considered killing when morganti woke up, didn't know what would be expected so hid behind tree instead. They got woken up, started distracting morganti, ended up falling.

eventually ears viking cornered me, I dropped them, morganti [redacted] hit them, skeliton got me, someone came and calmed morganti.

Winter Spring Summer then Fall
On and on, without stall
If you listen you will hear the call
Seven rise, seven Fall

good chorus, verse?

Children in park

> gnomes, trick or treating

>> kids, want to fight/defend park, don't want to just die/run away, dealing with ~~flam~~ skeletons.

taught one how to force revert a tree formed fey. led them to the orphanage.

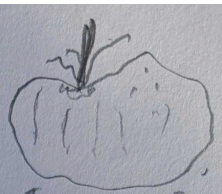
"You have found me can you name me?"

Compassion.

"I go where you go."

→ They are in danger! (in the city) (the other 6?)

* offered them choice of flower, took rosemary



Tomato? gnome had it

~~Elana~~ (yes that one) The trouble maker
Alaina

Disguised one was "bard lich"
artifacts stolen:
"old maps" "books on old stuff" "artifacts" "hull"
Bone was of who city was named
- pockets of memory
Fixing city is like solving hant/curse

- three more stolen
  - necklace of ears → original ears taken by elf hunters
  - worn boots → original boots taken by ears
  - bag of coins → silver, blood money to open doorways, river kin
  - may be others

Blessings: tree of life (maybe peace?)
1 mana make any healing instant
Compassion: clear injuries on drop.